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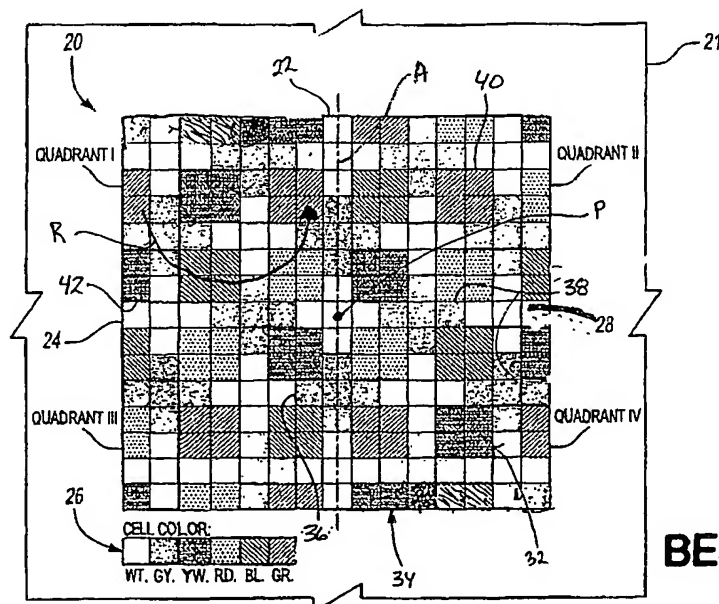
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(54) Title: WORD GAME PUZZLE HELPER



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(57) Abstract: A word puzzle game includes a grid (20) of blank answer spaces displayed on a gaming surface. The grid (20) includes a reference mark (32) that visually assists a user of the word puzzle game. The reference mark (32) associates a first answer space to a symmetric location of a second answer space in the grid of blank answer spaces. One example method of determining a location of symmetrically located space includes determining a location of a first space in the grid of blank answer spaces, associating the location of the first space with space with the reference mark, and determining a location in the grid (20) of the symmetrically located spaces based upon the association of the location of the first space with the reference mark.